

AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

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1. (Currently Amended) A method of trimming a parametric surface, comprising:
producing a trimming texture, the trimming texture comprising a texture map image
representation of [by applying] a trimming curve for the parametric surface; [to a mesh; and]
applying the trimming texture to the parametric surface, the trimming texture being
applied by texture mapping the trimming texture onto the parametric surface to produce trimmed
and untrimmed portions; and
rendering only the untrimmed portion.
2. (Cancelled)
3. (Previously Presented) The method of claim 1, wherein said rendering comprises:
drawing a plurality of pixels only in a solid portion of the image that is not a trimmed
portion.
4. (Cancelled)
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5. (Currently Amended) The method of claim 1, further comprising drawing a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

6. (Previously Presented) The method of claim 1, wherein producing is performed in a pre-rendering process and applying is performed in a run-time process.

7. (Cancelled)

8. (Original) The method of claim 1, further comprising obtaining the trimming texture from a plurality of trimming curves for the parametric surface.

9. (Currently Amended) A method of trimming a parametric surface comprising:
producing a trimming texture, the trimming texture comprising a texture map image representation of [by applying] a trimming curve for the parametric surface [to a mesh];
mapping the trimming texture on the parametric surface to create a trimmed section and a rendered section, the trimming texture being mapped by texture mapping; and
rendering only the rendered section of the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

10. (Original) The method of claim 9, comprising:
obtaining a material texture for the parametric surface; and

applying the material texture to a region of the parametric surface corresponding to the rendered section of the trimming texture.

11. (Currently Amended) An article comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instructions for causing the computer to:

produce a trimming texture, the trimming texture comprising a texture map image representation of [by applying] a trimming curve for the parametric surface [to a mesh]; and

apply the trimming texture to the parametric surface, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface to produce trimmed and untrimmed portions; and

render only the untrimmed portion.

12. (Cancelled)

13. (Previously Presented) The article of claim 11, further comprising instructions for causing the computer to render an image by drawing a plurality of pixels in a solid portion of the image that is not a trimmed portion.

14. (Cancelled)

15. (Original) The article of claim 11, further comprising instructions for causing the computer to draw a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

16. (Cancelled)

✓ 17. (Original) The article of claim 11, further comprising instructions for causing the computer to obtain the trimming texture from a plurality of trimming curves for the parametric surface.

18. (Currently Amended) An article comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instruction for causing the computer to:

produce a trimming texture, the trimming texture comprising a texture map image representation of [by applying] a trimming curve for the parametric surface [to a mesh];

map the trimming texture on the parametric surface to create a trimmed section and a rendered section, the trimming texture being mapped by texture mapping; and

render only the rendered section of the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

19. (Original) The article of claim 18, further comprising instructions for causing the computer to:

obtain a material texture for the parametric surface; and
apply the material texture to a region of the parametric surface corresponding to the rendered section of the trimming texture.

20. (Currently Amended) An apparatus for use in trimming a parametric surface, comprising:

a memory which stores computer instructions; and

a processor that executes the computer instructions to:

produce a trimming texture, the trimming texture comprising a texture map image representation of [by applying] a trimming curve for the parametric surface [to a mesh];

apply the trimming texture based on a trimming curve to the parametric surface, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface to produce trimmed and untrimmed portions; and

render only the untrimmed portion.

21. (Cancelled)

22. (Previously Presented) The apparatus of claim 20, further comprising instructions for causing the computer to render an image by drawing a plurality of pixels in a solid portion of the image that is not a trimmed portion.

23. (Cancelled)

24. (Original) The apparatus of claim 20, further comprising instructions for causing the computer to draw a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

25. (Cancelled)

26. (Original) The apparatus of claim 20, further comprising instructions for causing the computer to obtain the trimming texture from a plurality of trimming curves for the parametric surface.

27. (Currently Amended) An apparatus comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instruction for causing the computer to:

produce a trimming texture, the trimming texture comprising a texture map representation of [by applying] a trimming curve for the parametric surface [to a mesh];

map the trimming texture on the parametric surface to create a trimmed section and a rendered section; and

render only the rendered section of the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

28. (Cancelled)

29. (Currently Amended) A method for use in rendering images from data for an original three-dimensional model, comprising:

obtaining a trimming texture, the trimming texture comprising a texture map representation of [by applying] a trimming curve for [to a mesh that defines] at least a portion of the three-dimensional model;

applying the trimming texture to the three-dimensional model, the trimming texture being applied by texture mapping the trimming texture onto the three-dimensional model [parametric surface] to produce trimmed and untrimmed portions; and

rendering an image using only the untrimmed portion based on the three-dimensional model.

30. (Currently Amended) The method in claim 29, wherein rendering comprises drawing a plurality of pixels based on an allocation of the trimming texture relative to the three-dimensional model.